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LIVE STREAM TRANSFERING KNOWLEDGE

This research is going to explore space-based web in relation to **category of time** and transfer the knowledge that is already happening and already began with the lifestream processes. What are lifestream processes of transferring the knowledge? This research opens that it is heterogeneous content searchable, real time messaging stream arrived in the formats of posts/tweets.

The actualization of live stream video transfer of the knowledge seems to be its „liveness“. Spectators are not actually present at the event but the promise of live stream video is that viewers are going to have similar experience of sharing sitting in the real room. The "liveness" quality seems to be derived from the **illusion of presence**.

This research is going to explore the real-time transfer protocols of the knowledge, real time streaming protocols and real time transport control protocols. This opens the question of movement the visual data in real time. This opens the question how streaming the video and audio work related to "transmission model" (over a live stream to the recipient through the internet).

This research opens the questions about what "**meta media**" are, could we talk about **post-media** streaming as kind of reinventing the politics of the web.

Once live streaming video became more widespread and accessible, the actualization of the webcams seemed to increase dramatically. Politics of the live stream transfer of the knowledge opens the idea about democratization of the medium, viewers/spectators/thinkers/scientists can catch moments of "longue duree" and return to them at any time. The main thing is that the viewers are not physically present but watching the content seems to satisfy the "desire" for presence.

Knowledge is transferred via "mediated looking", spectators come as camera, as proxy viewers on behalf of the eventual viewer of broadcast content. this opens the concept of the "knowledge telepresence" and knowledge reproducibility. I shall go to investigate the Walter Benjamin concept of aura, loss of aura in terms of mechanical reproduction. This is important because opens the conclusion that technologies such as photography/mass visual images/videos/ films had split themselves from the concepts of aura.

Live stream transferring knowledge opens the idea of **hypermediacy**, that implies that the medium should not be noticeable. This opens the idea of live stream video technology that opens the idea that „technology still contains many ruptures, slow frame rates, jagged graphics

of knowledge, system crashes. This content want the reproduction of liveness miht be conected to concepts of presence and liveness are especially vulnerable to these disruptions.

Transferring live stream knowledge opens methodology of Baudrillard and his idea that the confusion of the medium and the message is the first great formula of this new era. There is no loner medium in the literal sense, it is now intangible, diffused, diffracted in the real. The borderlines between the concept of presence, the remediated broadcast function, the video screen display the actual content being recorded blur together in a live stream transferring knowledge.

Conclusion. There would be given series of examples related to lecturing and exhibition online - since it is the best way to represent the point of **performativity** into the transferring the knowledge and being in a location, in a moment in time. This opens the critical aspects of live stream packages and market strategies (symbolic capital, Bourdieu) of transferring the knowledge and the purpose of streaming lecturing or performance into the categories - to be present in this particular historical moment for the benefit of anonymous internet users/viewers. Politics of live stream video technology knowledge shows that connections to the concepts of presence that have an effect on the consumption of media (post/meta/transmedia). This research opens the hypermediacy experience knowledge. Immediate "liveness" may have affected the concept of "presence" and it would be open the strategy of what are the differences between viewing and transporting knowledge on screen instead in person (google art project is the example). This investigation opens the problems of the ability to distribute the knowledge to a wider audience but the clues may have been list in the process (This is very attractive for the museums as well).

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